BULLY 2

WANTED SYSTEM BLUEPRINT

School hours · After hours · Curfew · Recognition · Authority response

1. SYSTEM OVERVIEW — Prefects & Shift System

The authority presence on campus is not static. Prefects and Hall Monitors have distinct roles that shift according to the time of day, the current Wanted Level, and whether the player is still on campus or has fled into town.

School Hours

- Prefects remain in class during school hours while Hall Monitors patrol the halls.
- If Wanted Level reaches 3 or higher, Prefects are pulled out of class to help capture the player.
- This is a visible escalation — teachers react, classmates notice, and the school atmosphere tightens.

After School (4:30 PM)

- After the school day ends at 4:30 PM, Prefects take over patrolling duties from Hall Monitors.
- Campus and town coverage expands. Prefects become the dominant authority presence.

Curfew (11:00 PM)

- Once curfew begins at 11:00 PM, Night-Shift Prefects take over.
- They perform dorm checks and campus searches. Hourly bed checks are enforced.

Wanted Level 3+ at Night

- Day-Shift Prefects leave their dorms (still in pajamas) to assist the Night-Shift in the search.
- Full campus / town lockdown is possible at Wanted Level 4.

Design intent: Low-level trouble stays manageable with Hall Monitors. High Wanted Levels force Prefects into the open. Night-time high Wanted Levels even drag sleeping Prefects out of bed.

2. WANTED LEVEL ACTS

Crimes are strictly tiered by severity. Each level changes how aggressively authorities respond, which tools they deploy, how long memory lasts, and whether Prefects or town police become involved.

WANTED LEVEL 1 — MINOR CRIMES

- Bullying
- Cliques
- Trespassing
- Truancy
- Violating Curfew
- Vandalism (public property)
- Harassment
- Lock-picking (3s)
- Impudence
- Disobedience
- Weapon Fired
- Animal Cruelty (if tattled on)
- Paparazzi
- Graffiti
- Theft
- Cyber-bullying
- Vulgar Language
- Assault
- Racism
- Sexism

WANTED LEVEL 2 — MID-LEVEL CRIMES

- Vandalism (private property)
- Petty Hacking (student emails / social media profiles)
- Lock-picking (5s)
- AI Slander
- Verbal Slander
- Use of Armed Traps
- Cyber Threatening
- Breaking & Entering — Lockers
- Gambling
- Weapon Violence
- Food Violence / Tampering with student's food
- Grossing out students

WANTED LEVEL 3 — HIGH-LEVEL CRIMES

- Malicious Activity (hacking authorities' & Prefects' emails/socials, or hacking students e.g. Jimmy Jr / Shayna)
- Weapon Violence against adults
- Harassment of adults
- Vandalism of Authorities' property
- Graffiti (authority / private)
- Trespassing on private property
- Spying on girls
- Spying on Authorities
- Grossing out Authorities
- Vehicular Assault
- Lock-picking vehicles
- Breaking & Entering — Vehicles
- Breaking & Entering — Private Property
- Burglary
- Robbery
- Pickpocketing
- Petty Theft

2. WANTED LEVEL ACTS (continued)

WANTED LEVEL 4 — MENACE-LEVEL CRIMES

- Federal Hacking (school administration servers — Loungeworth Academy & Aqua Berry Academy)
- Violence against Authorities
- Weapon Violence against Authorities
- Hacking Authorities
- Bullying Authorities
- Vehicular Assault against Authorities
- Vehicular Assault against adults
- Reckless Endangerment with Intent (throwing people down stairs / shoving into moving vehicles)
- Pickpocketing Authorities

Critical Rule — School Computer Hacking: Using school computers to hack is an instant Level 4 response. Prefects and staff immediately run toward the library because the player's student ID was logged. This is the payoff for Alfie's warning about VPNs and personal devices.

Memory Duration: Levels 1–2 rest of the school day. Levels 3–4 rest of the school week.

3. RECOGNITION SYSTEM

Authorities and NPCs do not forget rebellion, disobedience, or crimes. Memory lasts for the rest of the school day or the full school week, depending on how severe the act was.

Tracking Booleans

- FaceSeen — Player's face was clearly observed while committing the crime.
- OutfitSeen — Clothing / appearance was noted by a witness.
- WeaponSeen — A weapon was observed in the player's hands during the act.
- SeenOnCam — Act was captured on camera, livestream, or social app.
- BicycleSeen — Specific bicycle, scooter, dirtbike, or moped was identified as used by the player.
- VehicleSeen — Specific vehicle was identified as used by the player.

Behavior by Recognition Type

FaceSeen == true Wanted Level activates fully colored and filled. Authorities search with a clear identity.

FaceSeen == false Wanted Level activates faded / semi-transparent. Authorities fall back on secondary cues:

- OutfitSeen Search by clothing description (even if face was covered).
- WeaponSeen Authorities become more cautious and strategic; they recognize the player by the weapon used.
- SeenOnCam Authorities move toward the recorded location.
- BicycleSeen Authorities know what bicycle / scooter / dirtbike / moped the player is riding and will keep an eye out for it. If it is parked outside the arcade, carnival, store, mall, gym, or any known hotspot, they will search that area for the player once they spot the identified ride.
- VehicleSeen Same logic applied to cars and other vehicles. If the identified vehicle is parked outside the arcade, carnival, store, mall, gym, or similar locations, authorities search the area.

Face + Outfit Combined Rule

If the player is seen with both face and current outfit exposed, putting on a mask later does not hide identity. Authorities still recognize the player by the outfit that was observed earlier. This prevents the cheap "commit crime equip mask free" exploit.

4. WANTED BAR & PURSUIT BEHAVIOR

Authorities and Prefects do not instantly know the player's exact location. They patrol the school and town. The intensity, tools, and duration of the search scale with the Wanted Level and recognition data.

Witness Reporting & Radio Calls

- If the player commits a crime in front of an NPC, there is a chance that NPC reports appearance / identity to authorities.
- Once spotted, Prefects use their Loungeworth Radio Phone to call in the player's whereabouts. One sighting can cascade into multiple pursuers.

Prefect Combat Style

- Male Prefects — Grapples and brutal takedowns.
- Female Prefects — Swift specialized Krav Maga takedowns.
- Prefects dodge strikes from Jimmy Jr., Shayna, and other students. Only Nerd-invented weapons reliably counter. They can dodge slingshot projectiles if aware.

Adaptive Authority AI

- Track favorite hideouts, frequent trouble spots, and escape tactics.
- Get smarter the more the player outsmarts them.
- High activity in an area can cause 1–2 Prefects to leave campus specifically to hunt the player and return them to the Principal's office.

Escalation by Crime Level

- LV1 — Hall Monitors search (face or outfit description). Continues for the rest of the school day.
- LV2 — Hall Monitors search more seriously and plan smarter. Continues for the rest of the school day.
- LV3 — Hall Monitors radio Prefects. Prefects join, check cameras & social media. Intense chase. Continues for the rest of the school week. Flashlights used in dark areas / at night.
- LV4 — Hall Monitors use bear mace. Prefects use extendable metal batons & wooden paddles. Full campus / town lockdown for the rest of the school week.

Same system applies to police / local sheriffs when off-campus or playing as Jimmy Hopkins Sr. Wanted Level 3+ triggers heavy area searches.

5. TRUANCY & CURFEW SYSTEM

Principal Gary Smith has eyes and ears throughout Loungeworth and Bullworth. If Jimmy Jr. or Shayna are in their most common hangout spots during Truancy or Curfew hours, Prefects are sent to those locations.

Hotspot Search Locations

- Park
- Arcade
- Graveyard
- Boxing Gym
- Library
- Loungeworth Academy Gym
- Loungeworth Lake
- Loungeworth Mall

If the player is present at one of these locations, Prefects begin an active search of that area. If not found, they continue rotating through the remaining hotspots while performing general campus patrols.

6. CURFEW DORM CHECK SYSTEM

Two Prefect groups exist: the Day Shift and the Night Shift.

- At 11:00 PM (inGameClock == 23:00), Night-Shift Prefects begin hourly dorm checks on both boys' and girls' dorms.
- If Jimmy Jr., Shayna, or any NPC student is not in their dorm:
  – A mandatory widespread campus search begins.
  – Local authorities are alerted to watch for the missing student(s).
- If the player's crime level is 3 or 4 at night, Day-Shift Prefects wake up (still in pajamas) and join the hunt.

7. GAME TIME MANAGER

```
AGameTimeManager()
PrimaryActorTick.bCanEverTick = true;
RealSecondsPerDay = 360.0f; // 6-minute real-time day cycle
CurrentInGameTimeInHours = 8.0f; // Day starts at 8:00 AM
LastDispatchedHour = 8;

Hourly checkup timer handle (FTimerHandle) for dorm inspections. At inGameClock == 23:00 the Night-Shift dorm-check logic fires.
```

8. CONSISTENCY NOTES & OPEN QUESTIONS

Points flagged while organizing the original design notes. Resolve before final implementation.

1. Lock-picking times — LV1 = 3s, LV2 = 5s. Clarify longer windows or different mechanics for vehicles / private property.
2. Graffiti — Listed under LV1 and LV3. Recommend: public = LV1, authority/private = LV3.
3. Weapon Violence — Base act is LV2; target type (adult / authority) raises the effective level.
4. Hacking scale — Petty Malicious Federal. School-computer hacking = instant LV4. Already consistent.
5. Memory duration — Rest of school day (LV1–2); rest of school week (LV3–4). Keep this.
6. Face + Outfit rule — Strong anti-mask-abuse design. Keep strict.
7. Pajama Prefects — Distinctive visual. Support with radio chatter / notification so escalation feels intentional.

9. IMPLEMENTATION RECOMMENDATIONS

- Wanted UI — Solid filled bar when FaceSeen; faded bar for secondary recognition only.
- Witness chance — Weight by NPC type (Prefects always report; teachers high; students variable; townsfolk lower).
- Learning AI — Store habit flags (escape route, hideout, weapon, hotspot). Bias Prefect patrols after repeated LV3+ encounters.
- Night escalation clarity — Short radio chatter or on-screen note when Day-Shift Prefects wake in pajamas.
- Off-campus parity — Same Wanted thresholds and recognition rules; only the responding faction changes (police / sheriffs).

— End of Blueprint —

Loungeworth Academy · Jimmy Jr. · Shayna · Prefects · Hall Monitors · Night Shift · Principal Gary Smith